

## AMENDMENTS TO THE SPECIFICATION

None.

## AMENDMENTS TO THE CLAIMS

Claims 9-17 and 19 and 20 have been cancelled without prejudice.

Claims **1** and **18** have been amended to make clearer the invention claimed by the applicants. In more particular, these amendments further describe the selected video transition effect as being one that is an active video transition effect – an effect that operates/modifies the clips themselves. As is clearly indicated in, for example, paragraph [0037] and [0055] of the instant application, the use of active video transition effects was fully considered and taught by the instant inventors and, as such, these amendments do not constitute new matter.

Claim **3** has been amended to make clearer how the instant invention utilizes multiple / prioritized criteria in alignment of an audio and a video work. That is, in the embodiment of Claim **3** the instant invention assigns a priority to each criterion and then identifies and selects change points according to the priority. Support for this amendment can be found throughout the specification of the instant application, including, for example, paragraphs [0016] and [0054] and, as such, these changes do not constitute new matter.

New Claims **21** and **22** have been added to cover another embodiment of the instant invention, wherein a plurality of different audio criteria are used to identify audio markers. This

variation of the instant invention is described throughout the specification including, for example, in paragraphs [0012], [0016], [0045] to [0051]. As such, these new claims do not constitute new matter.

New Claims **23** and **24** describe an embodiment wherein the individual sections of the video material will be supplied with maximum and minimum length values, which are then incorporated in the alignment process. Support for this new claim can be found, for example, in paragraphs [0014], [0042] and [0052] to [0054] of the instant specification and, as such, this claim does not constitute new matter.